

JULIEN NOÉ

Manager Technical Artist

Technical Artist Manager specialized in creating tools for Unity in C#. I particularly enjoy working on game optimization, workflow improvements, and production process efficiency. With a strong understanding of the full pipeline and the different production departments, I quickly grasp issues and deliver tailored solutions—fully documented and deployed while supporting and training teams on the tools provided.

CONTACT

- 📍 Montréal
- ✉️ juliennoe.com
- 🌐 linkedin.com/in/juliennoe
- 🌐 github.com/juliennoe

EDUCATION

L3DI 2010 - 2011

- Professional Bachelor's Degree in Video Game Development

HARD SKILLS

- Unity
- C# - Python - Blueprint
- Photoshop - Affinity - Substance
- 3dsMax - Blender
- Tool creation
- Optimization (LOD, light baking, atlases, batching, draw calls)
- Version control

SOFT SKILLS

- Team management
- Technical support
- Documentation writing
- Time Management
- Effective Communication
- Critical Thinking

LANGUAGES

- French: Native
- English: Intermediate

WORK EXPERIENCE

ILLOGIKA *Montréal*

June 2023 - Present

Manager technical Artist

- **Atari Party** : Integration of a smartphone controller in HTML / CSS / JS. UI integration and **C# development of the navigation system** in Unity
- **7 days blood moons** : **UI integration, C# development** of features related to visual feedback and **FTUE setup**. Development of **tools for game optimization**
- **Merge World** : Optimization and UI responsiveness improvements, implementation of **Unity push notification** system using C#

ON-X GROUP *Paris*

April 2022 - March 2023

XR Engineer

- **Neff** : UI integration and development, feature creation in C# for positioning elements in **augmented reality**
- **SNCF** : UI integration & development, C# development of business scenario features. Implementation of a **navigation Virtual reality system** in Unity

MAXSENS-INNOVATIONS *Laval (fr)*

October 2021 - March 2022

Lead XR Developer

- **Edtrains** : C# integration and development for a public speaking VR app. Development of the full project for a **multi-support deployment** (WebGL, augmented reality, virtual reality)

PRISTIMANTIS *Caen*

August 2020 - August 2021

Unity Developer

- **XR Applications** : porting and migration of interactive visit apps in virtual reality, augmented reality and mobile. **Integration of third-party XR SDKs**, C# feature development, responsive UI integration, and **Git management**

CLARTE *Changé*

January 2017 - January 2019

Ingénieur XR

- **XR training center development** : **hardware testing for XR and SDKs**. Writing and delivery of **technical training**. C# prototype development, **consulting and technical support**

ARA TECHNOLOGY *Laval (fr)*

October 2014 - January 2017

2D / 3D graphist

- **luno app** : Development of a multi-channel mobile app for social networks, virtual reality, and augmented reality. **3D modeling, 2D design and lighting**